GATECRASHER

← = LEFT

→ = RIGHT

↑ = UP

↓ = DOWN

ENTER = DROP BARREL

or use Joysticks

E for EARTHQUAKE

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

THE GAME

GATECRASHER is a game of strategy created by Dave Mendes and Mick O'Neill.

You have to guide a number of barrels through a maze of tunnels, trying to make them land in one of the nine boxes at the bottom of the maze.

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

As the barrels descend through
the maze they will negotiate a
series of gates, which will
alter their course.

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

Your aim is to study the maze
and try to determine the
destination of each barrel,
in order to achieve each
objective.

You will only be allowed 20
barrels per level.

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

OBJECTIVES

Levels 1-4 :
Place one barrel in each box

Levels 5-6 :
Sort numbers into order

Level 7 :
Place one barrel in each box

Levels 8 onwards :
Repeat the above sequence

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

Levels 5 and 6 require you to
sort a series of numbers into
ascending order (left to
right).
This is achieved by dropping a
barrel into a box, which will
switch its contents with the
box to the right.
Box 9 will change with box 1.

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

SCORES AND BONUSES

Levels 1-2 :
Score: 100 points per barrel
Bonus: Barrels left x 150

Levels 3-4 :
Score: Barrels left x box
        numbers
Bonus: Barrels left x 200

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

Levels 5-6 :
Score: No scores
Bonus: Barrels left x 250

Level 7 :
Score: 100 points per barrel
Bonus: Barrels left x 150

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

EARTHQUAKES

During the game you may start an earthquake by pressing <E>. This will have the effect of rattling all the gates at random.
However, it will cost you one barrel per quake.

<SPACE> to continue

<ENTER> or <FIRE> to start

GATECRASHER

AND FINALLY

You may press :-
  <ESC> during the game to
  abandon.

  <I> to display objectives for
  the relevent level.

<SPACE> to continue

<ENTER> or <FIRE> to start